

FIG. 1

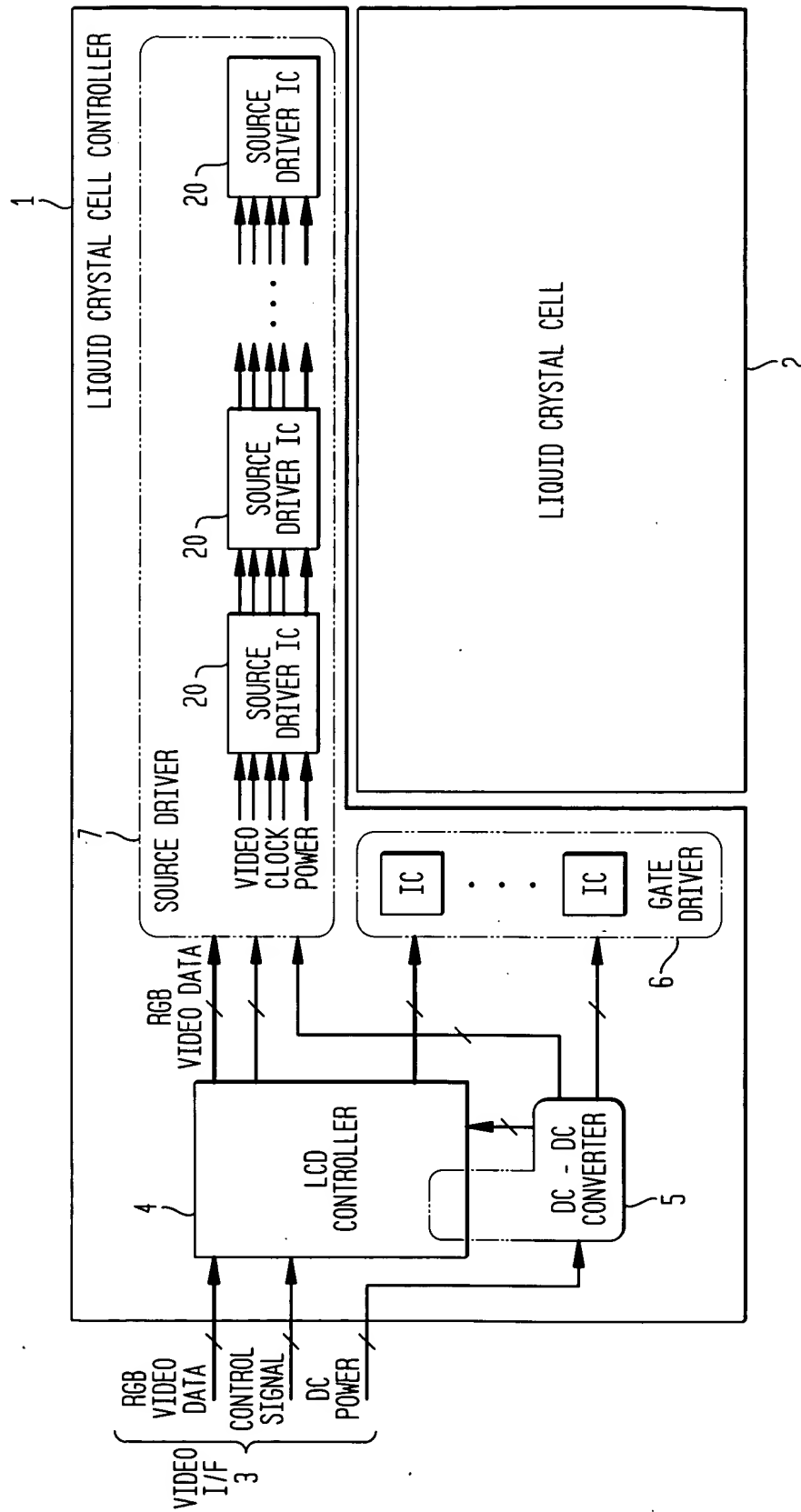


FIG. 2

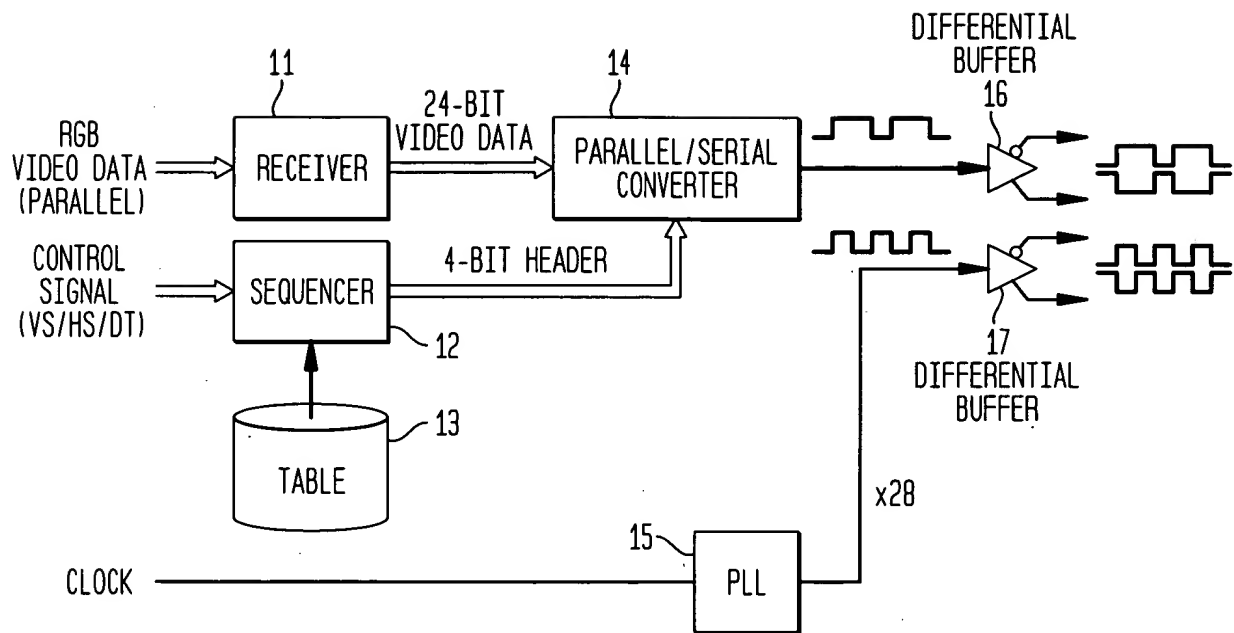


FIG. 3

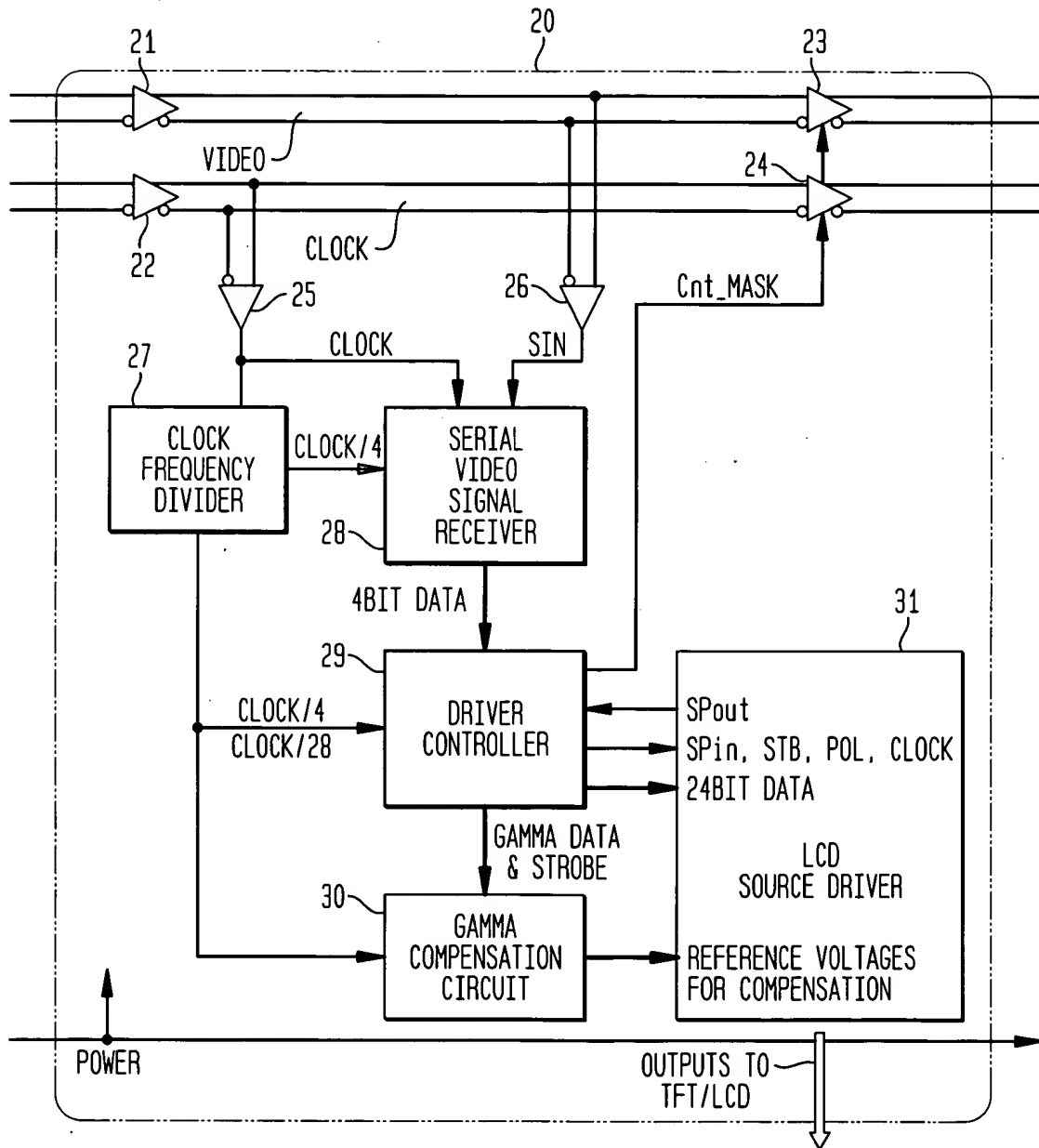


FIG. 4

BIT BLOCK FORMAT	41 / HEADER 4BIT	42 / DATA 24BIT
(1) SYNCHRONIZATION BIT BLOCK 44	SYNC [1000]	ALL ZERO [000000000000000000000000]
(2) COMMAND BIT BLOCK 45	COMMAND [1100]	COMMAND BITS 24BIT
(3) DATA BIT BLOCK 46	DATA [1110]	DATA BITS 24BIT
(4) WAIT BIT BLOCK 47	WAIT [1111]	UNDEFINED 24BIT

FIG. 5A
INITIAL SETUP

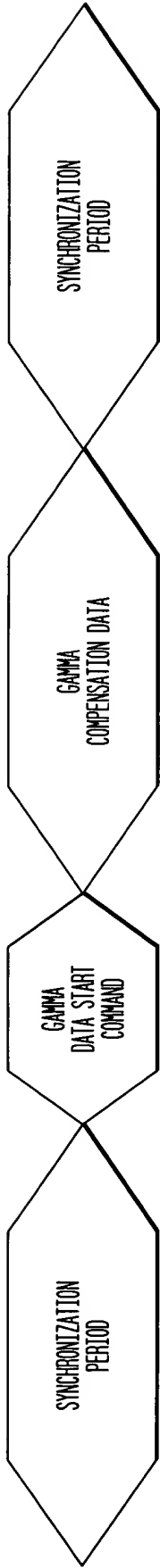


FIG. 5B

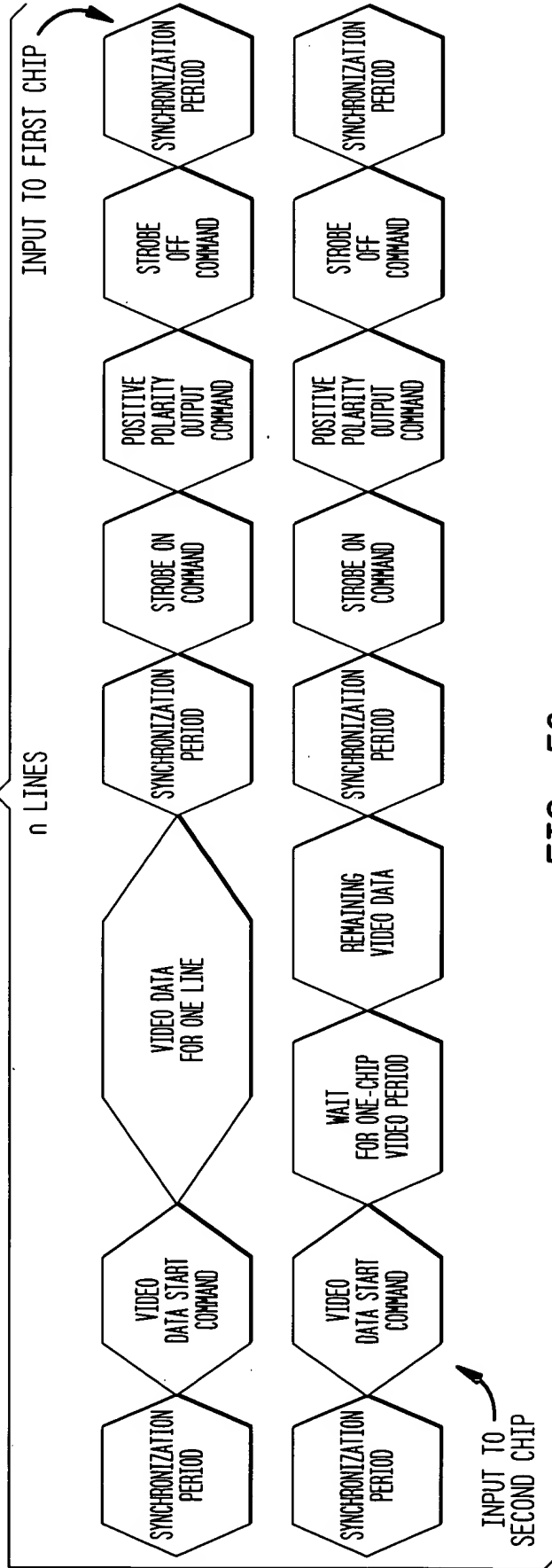


FIG. 5C
 $n+1$ LINES

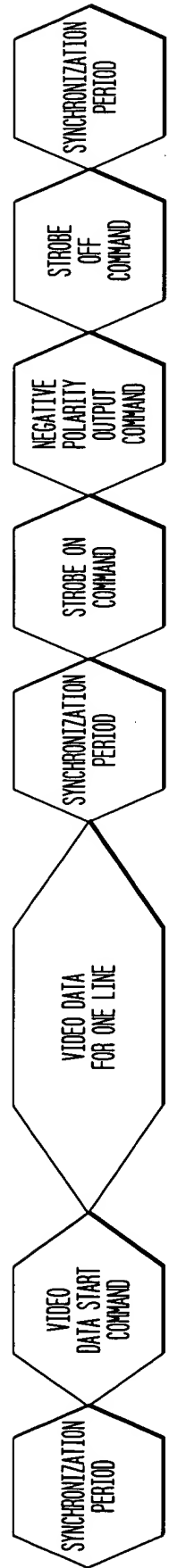


FIG. 6

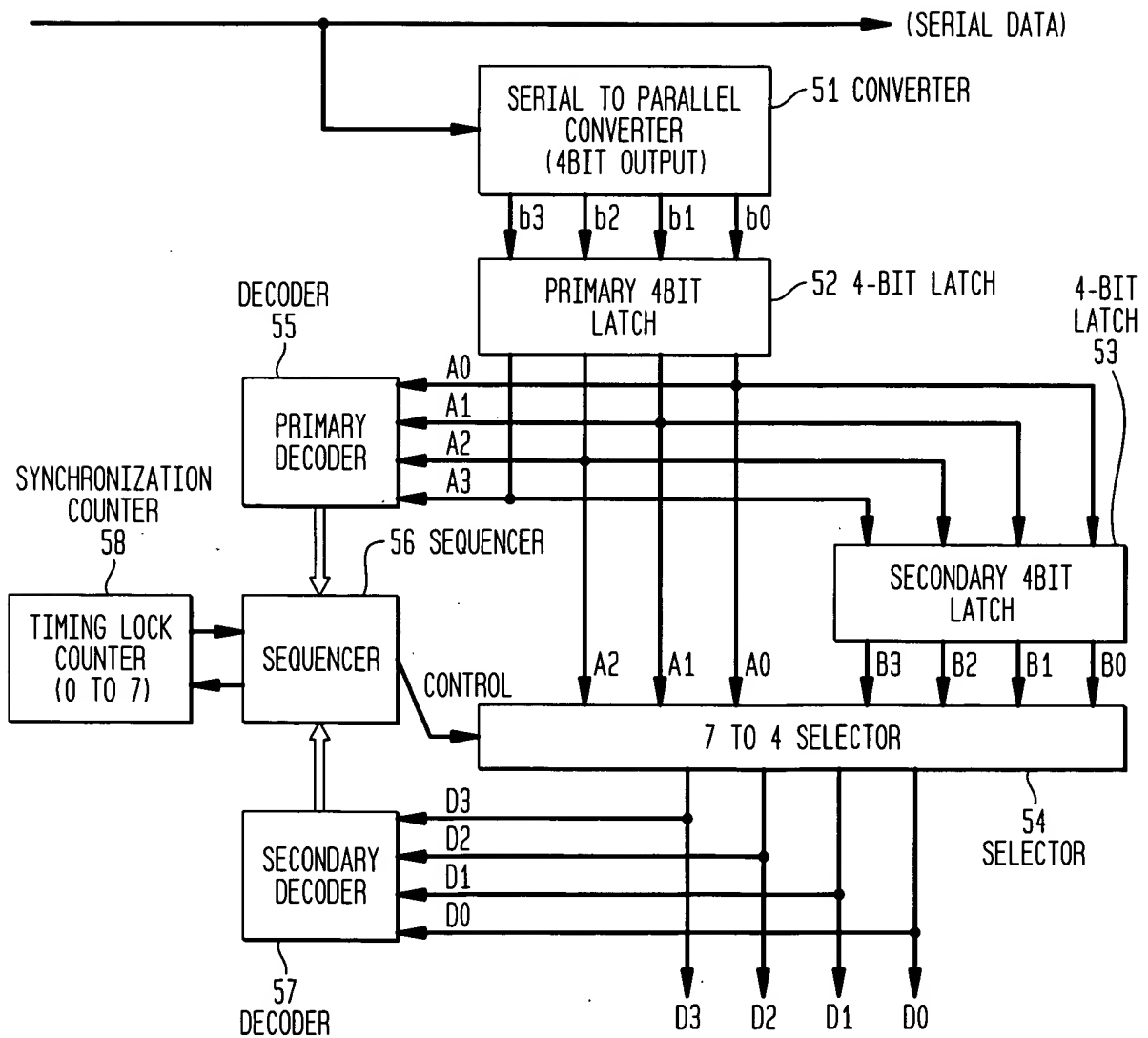


FIG. 7

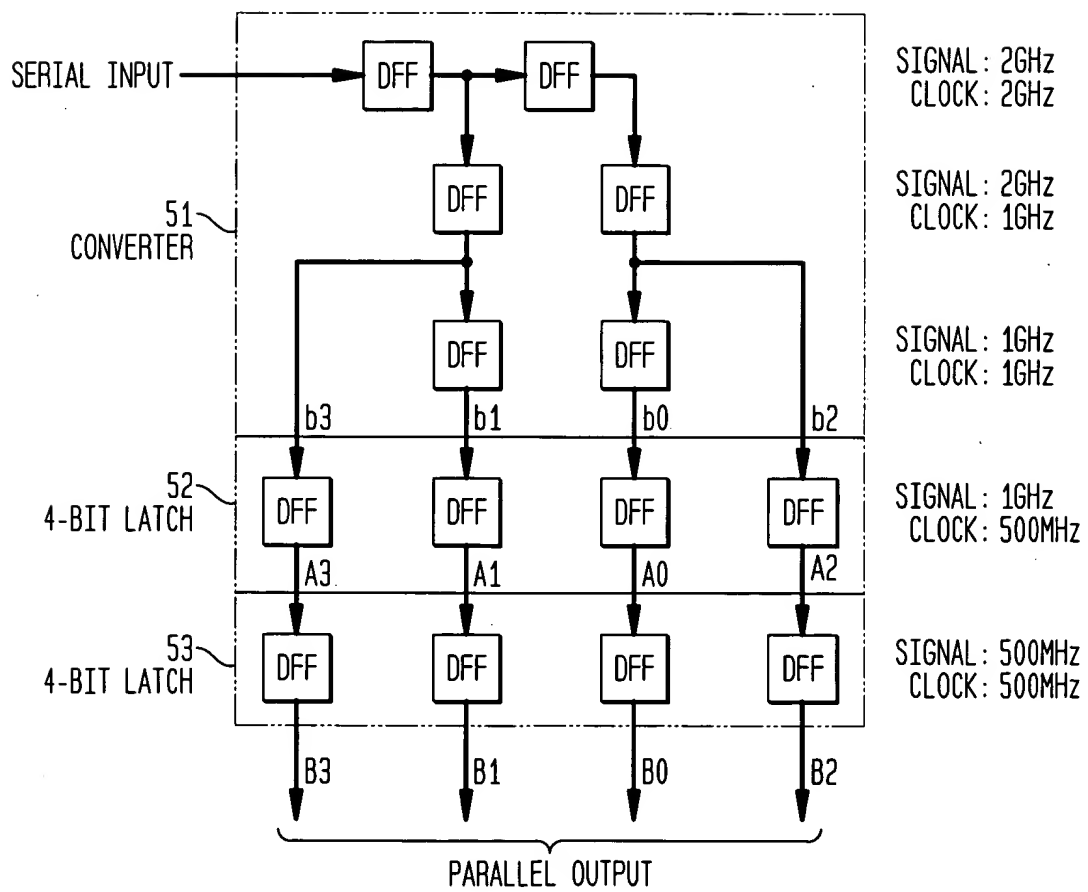


FIG. 8

4-BIT LATCH (n CLOCK) [A3, A2, A1, A0]	SELECTOR (n+1 CLOCK) [D3, D2, D1, D0]	CONTROL ID
[1, 0, 0, 0]	[A2, A1, A0, B3]	0
[0, 1, 0, 0]	[A1, A0, B3, B2]	1
[0, 0, 1, 0]	[A0, B3, B2, B1]	2
[0, 0, 0, 1]	[B3, B2, B1, B0]	3

FIG. 9

BIT BLOCK TYPE	COMPARISON PATTERN WITH SELECTOR OUTPUT [D3, D2, D1, D0]
SYNCHRONIZATION	[0, 0, 0, 1]
COMMAND	[0, 0, 1, 1]
DATA	[0, 1, 1, 1]
WAIT	[1, 1, 1, 1]

FIG. 10

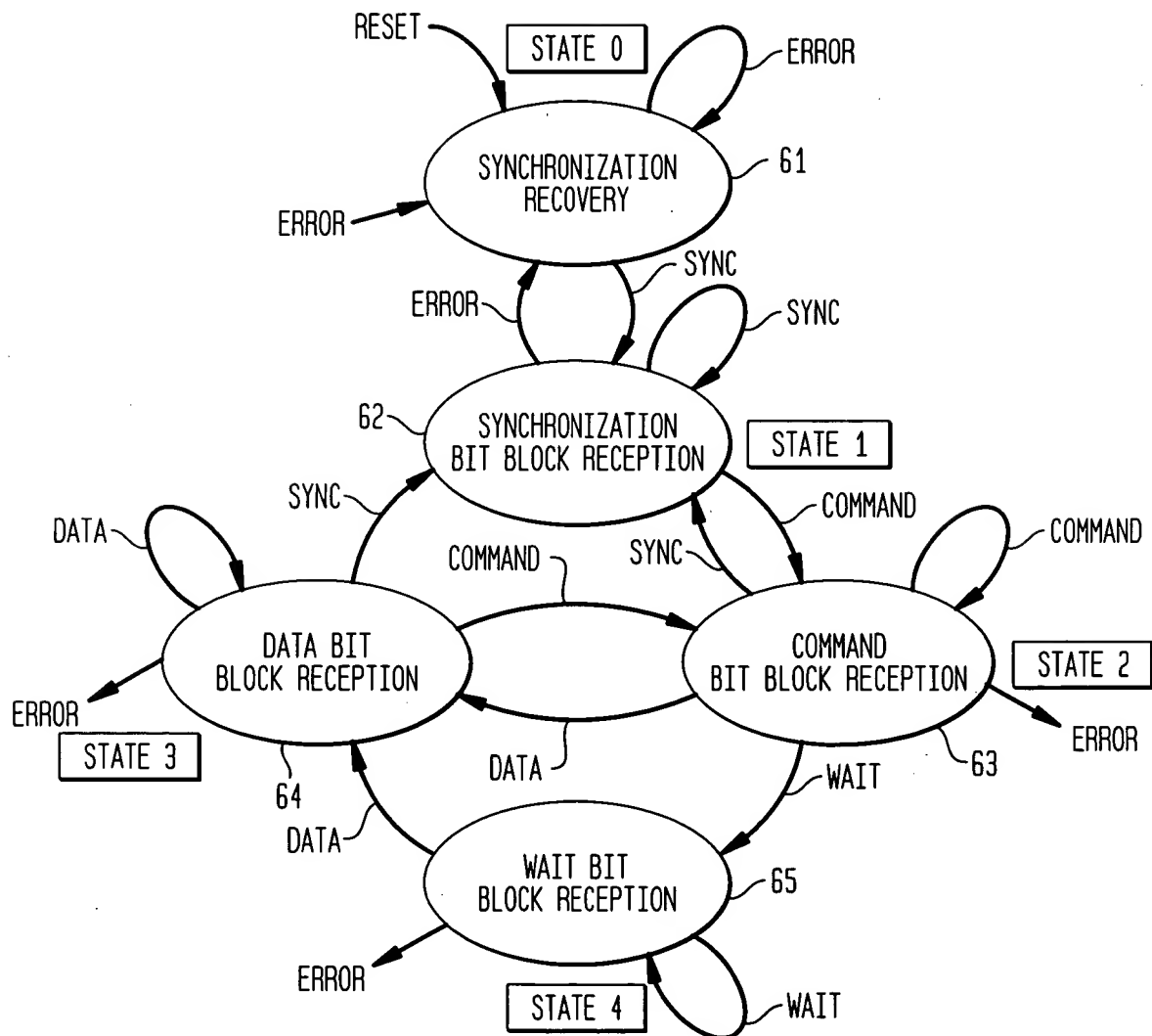


FIG. 11

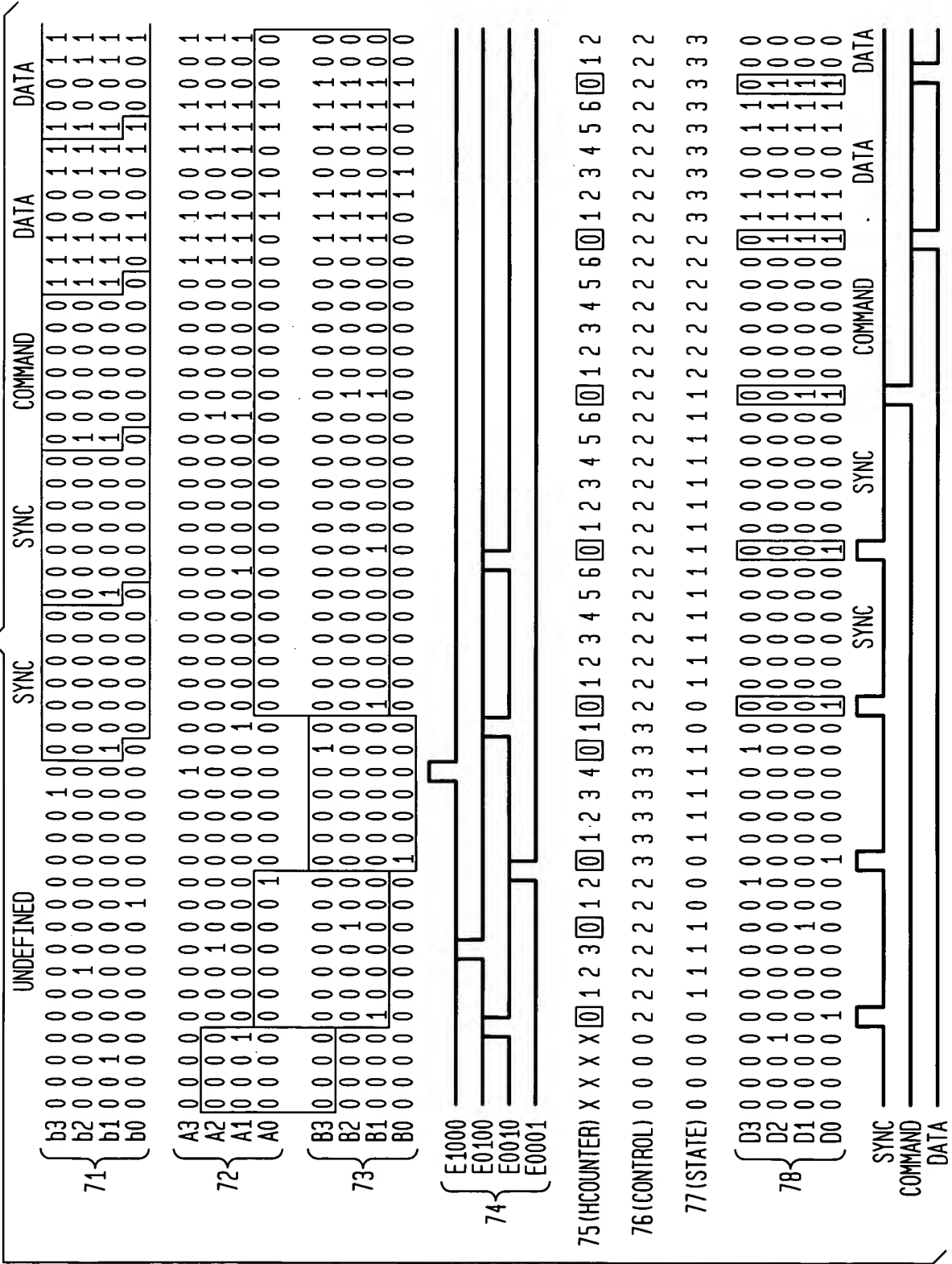


FIG. 12

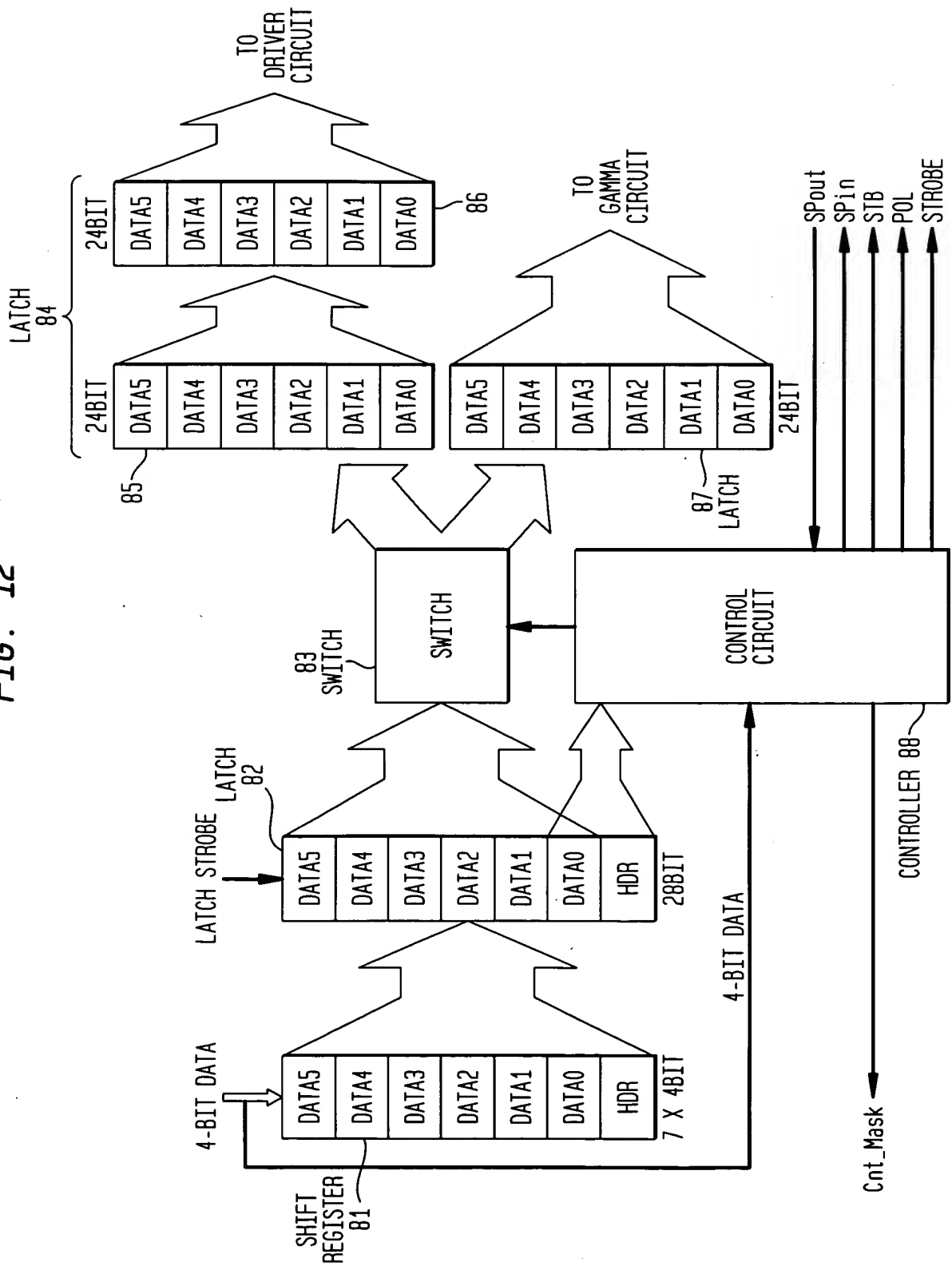


FIG. 13A

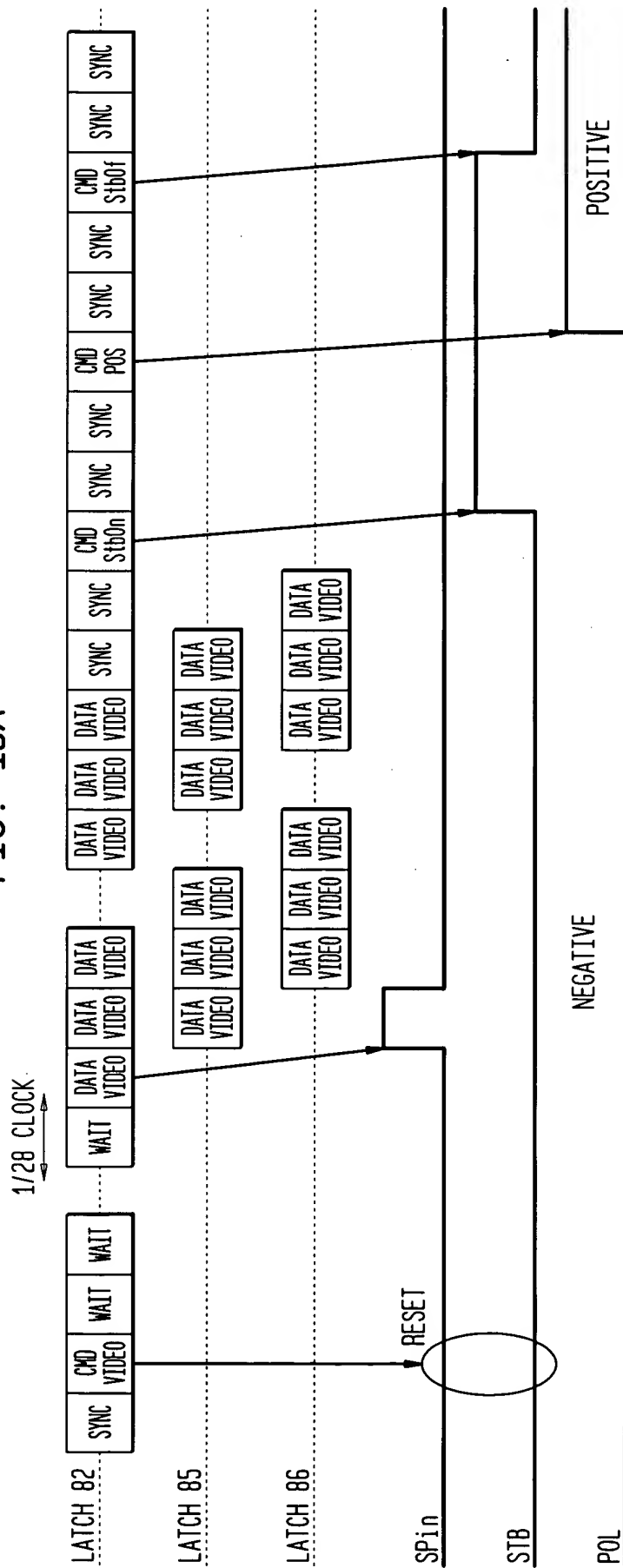
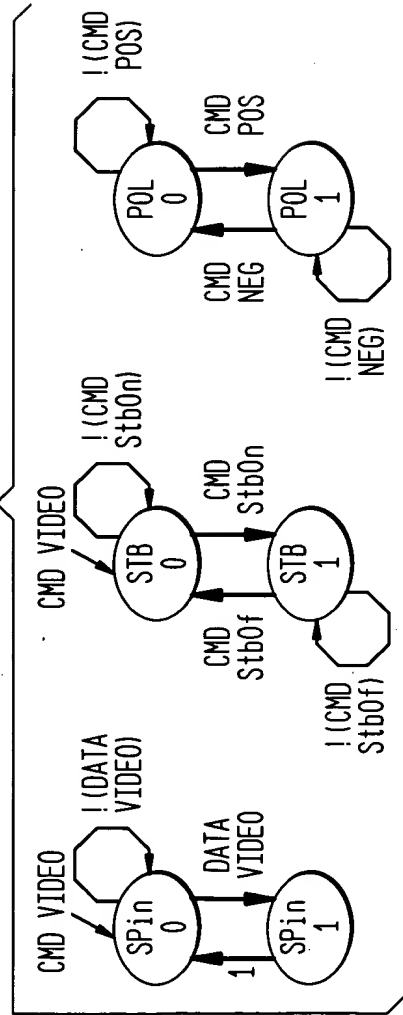


FIG. 13B



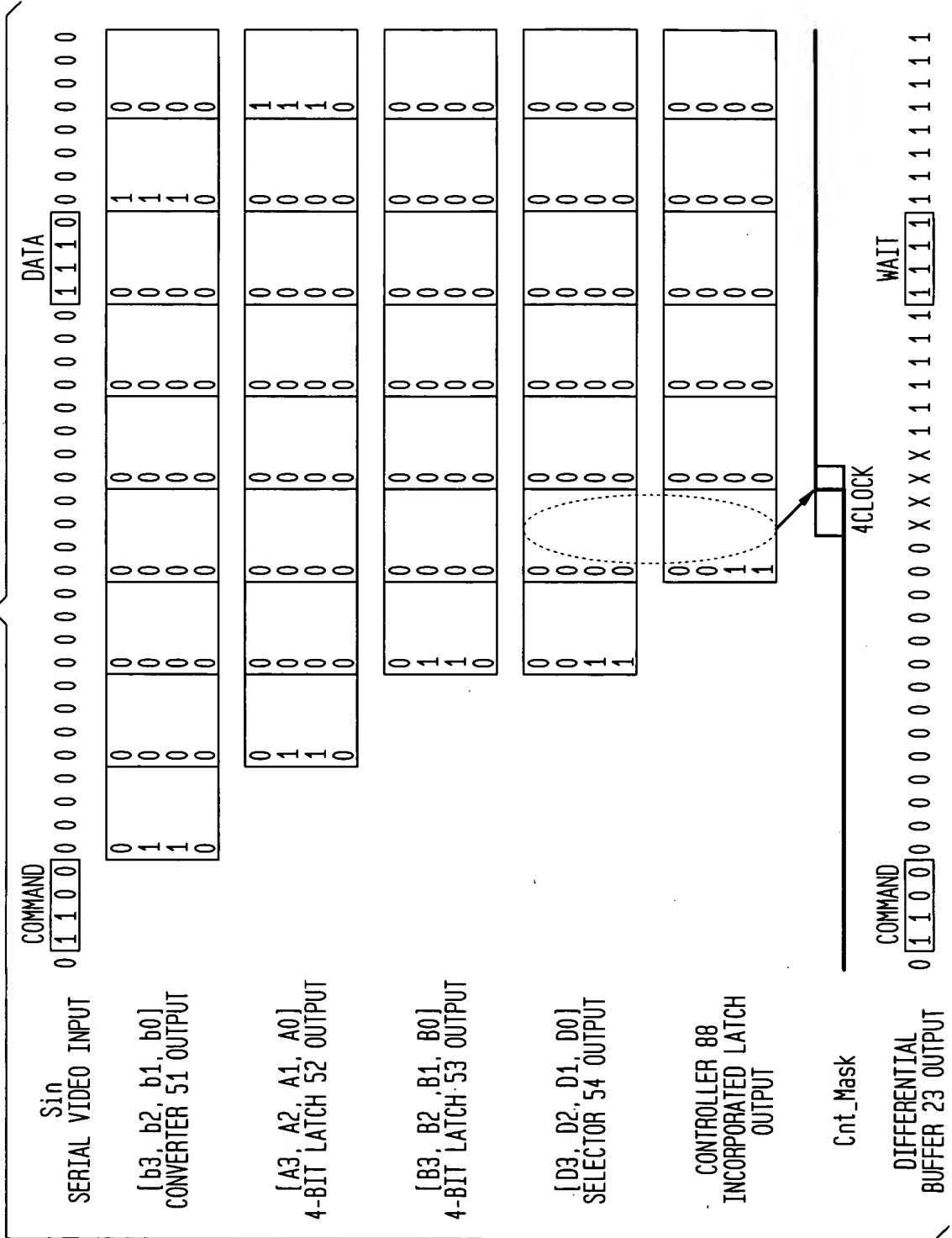


FIG. 15

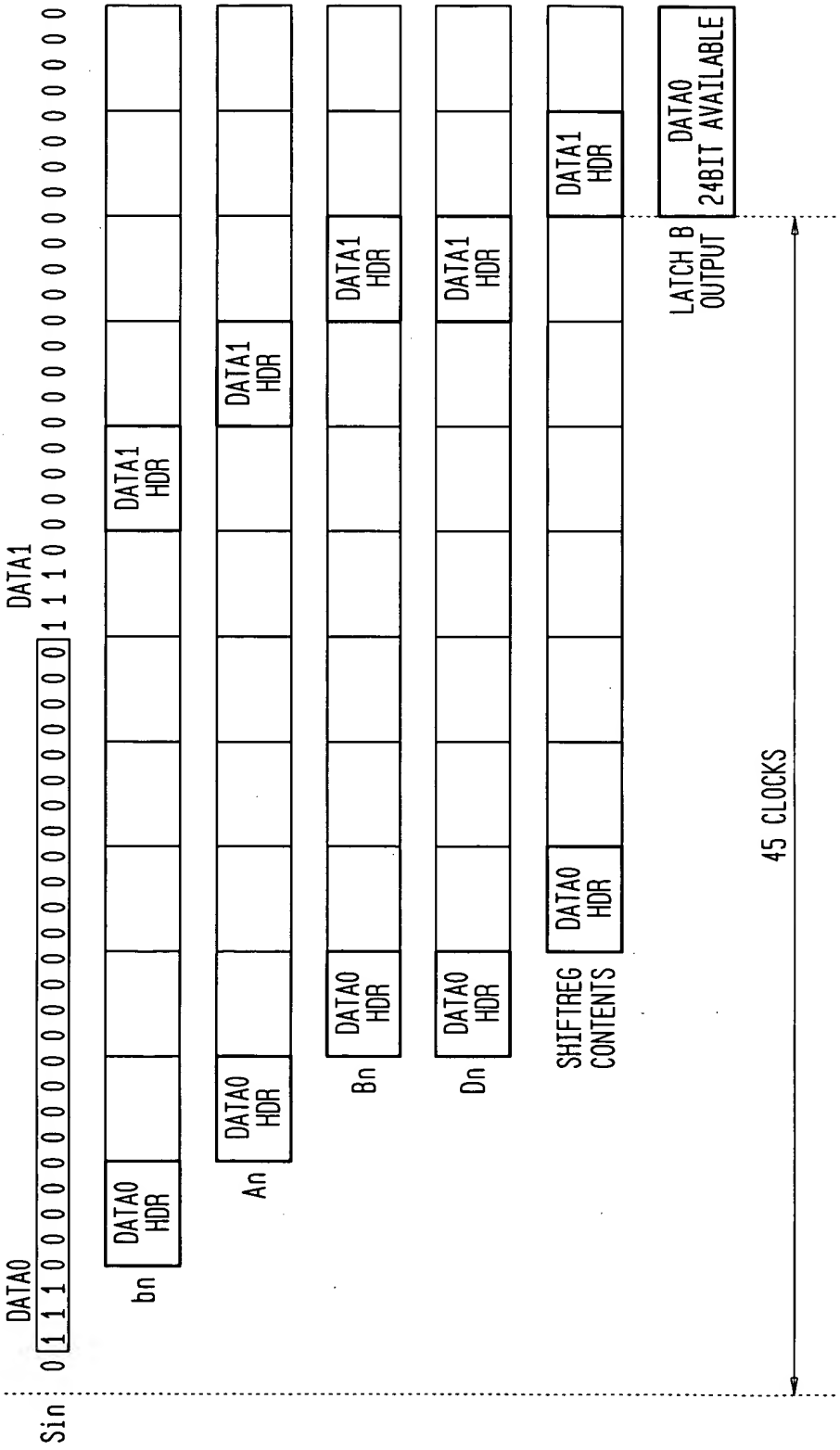


FIG. 16

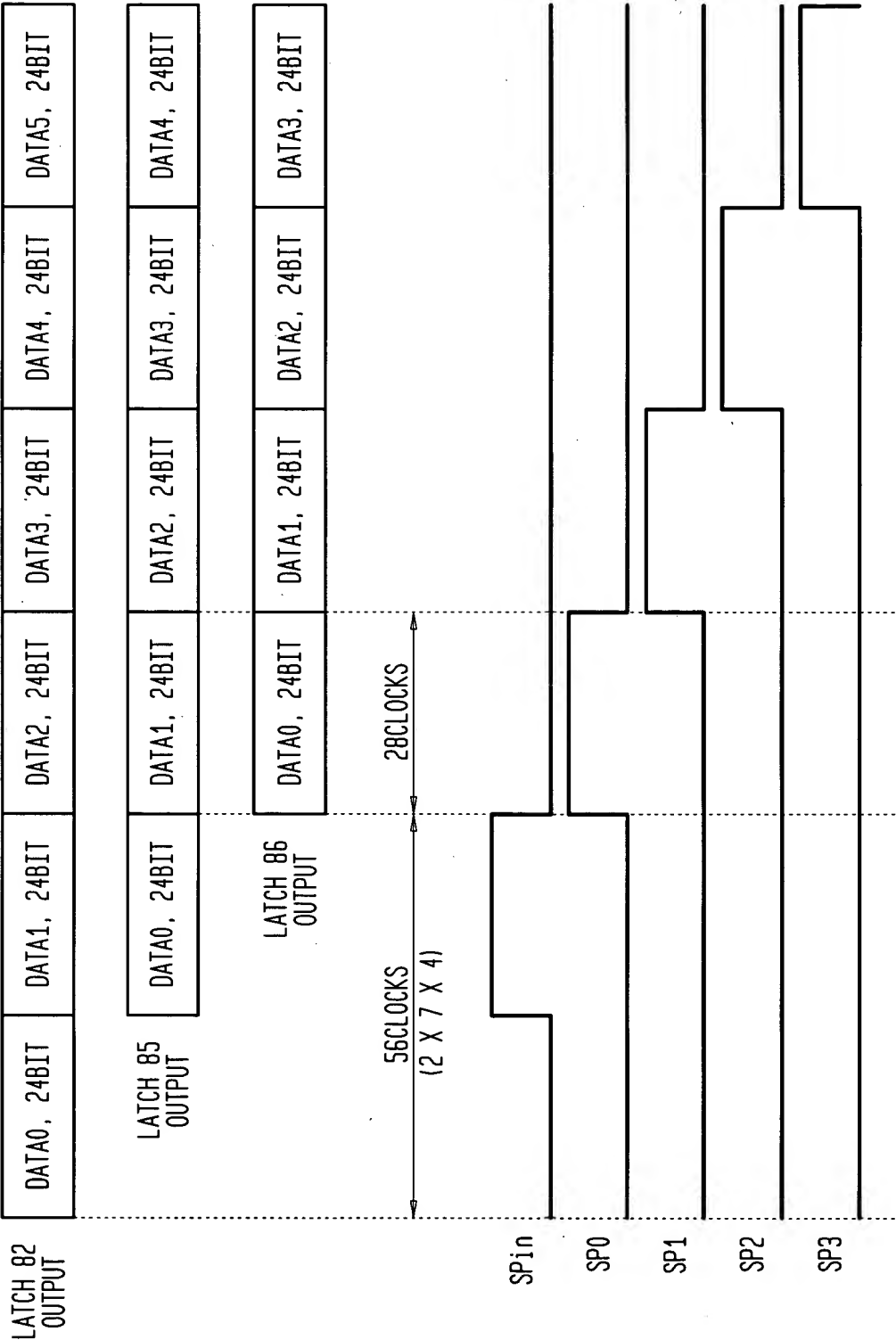


FIG. 17

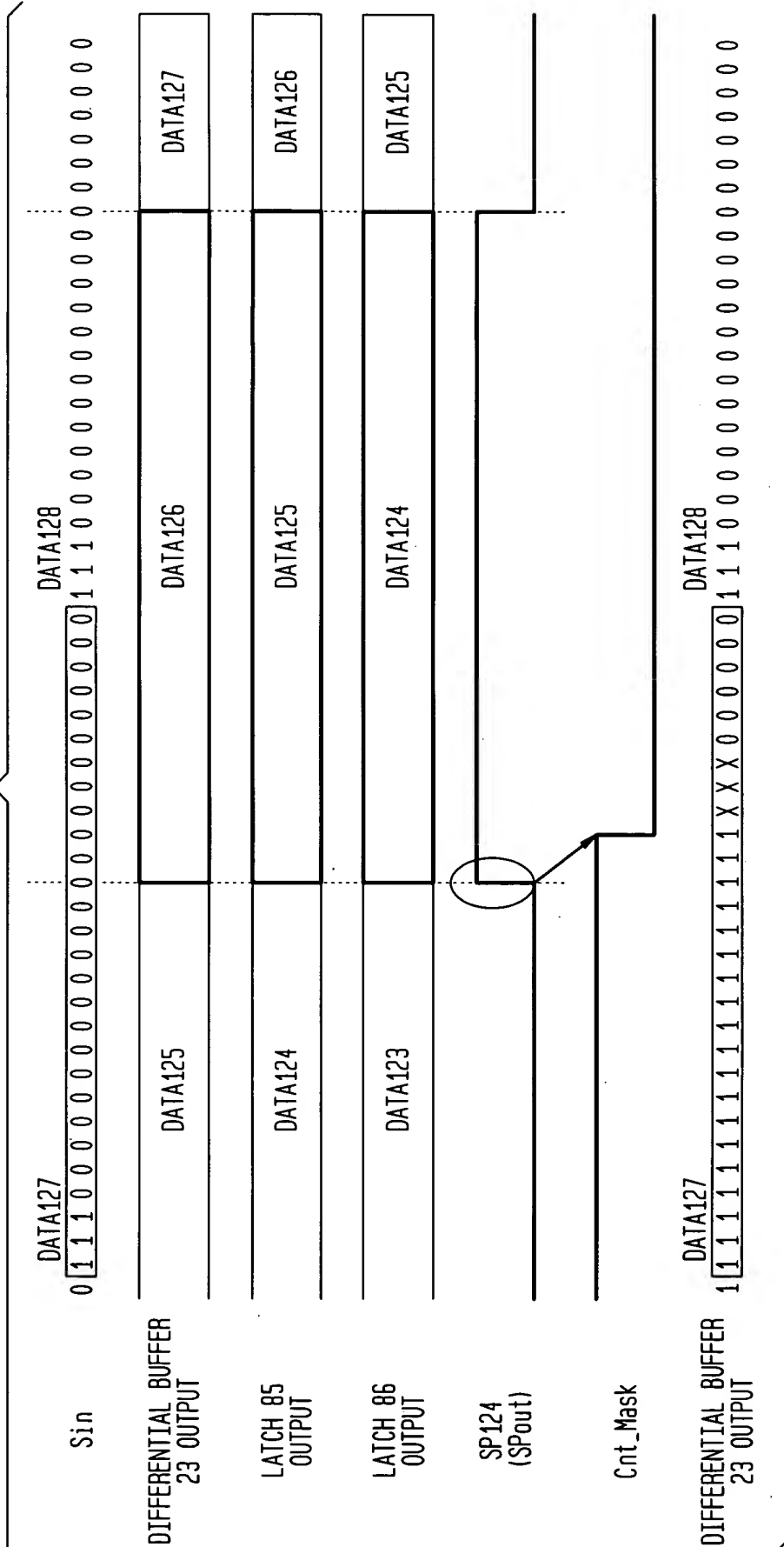


FIG. 18

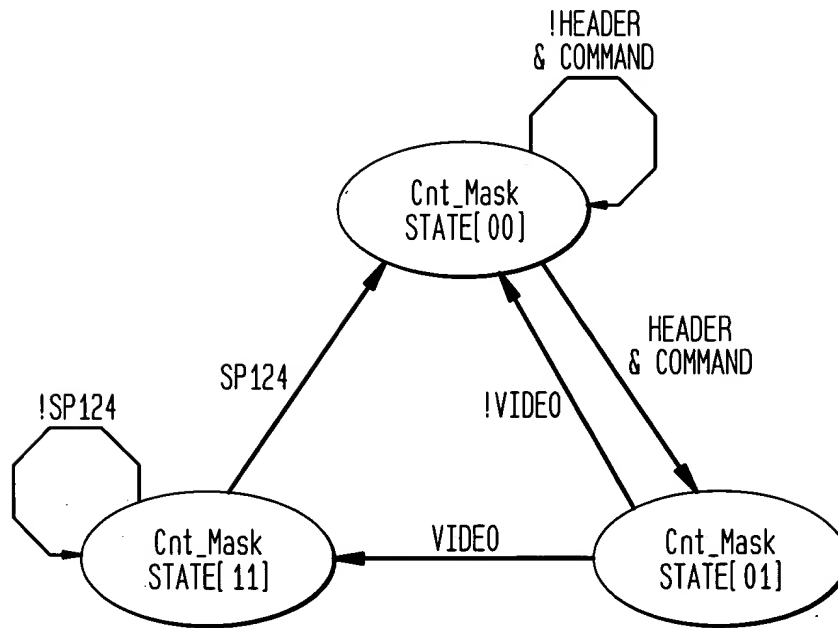


FIG. 19

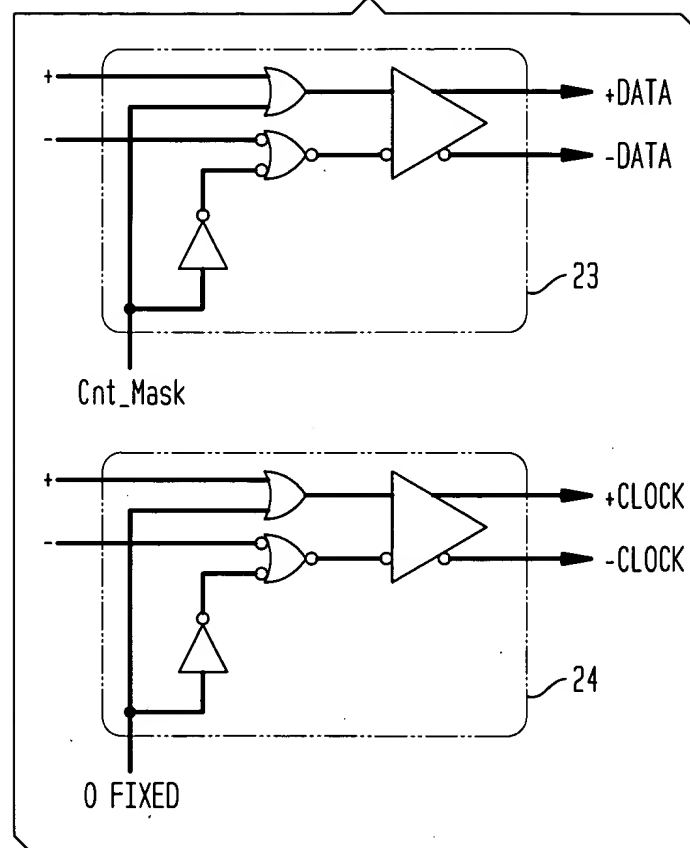
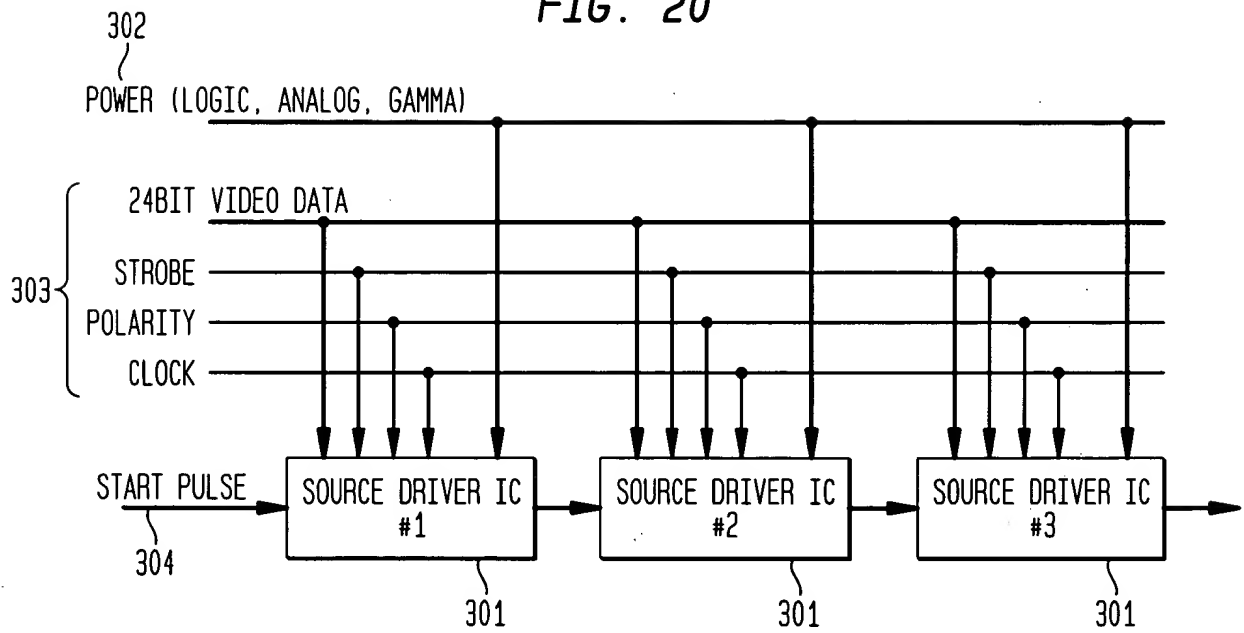


FIG. 20



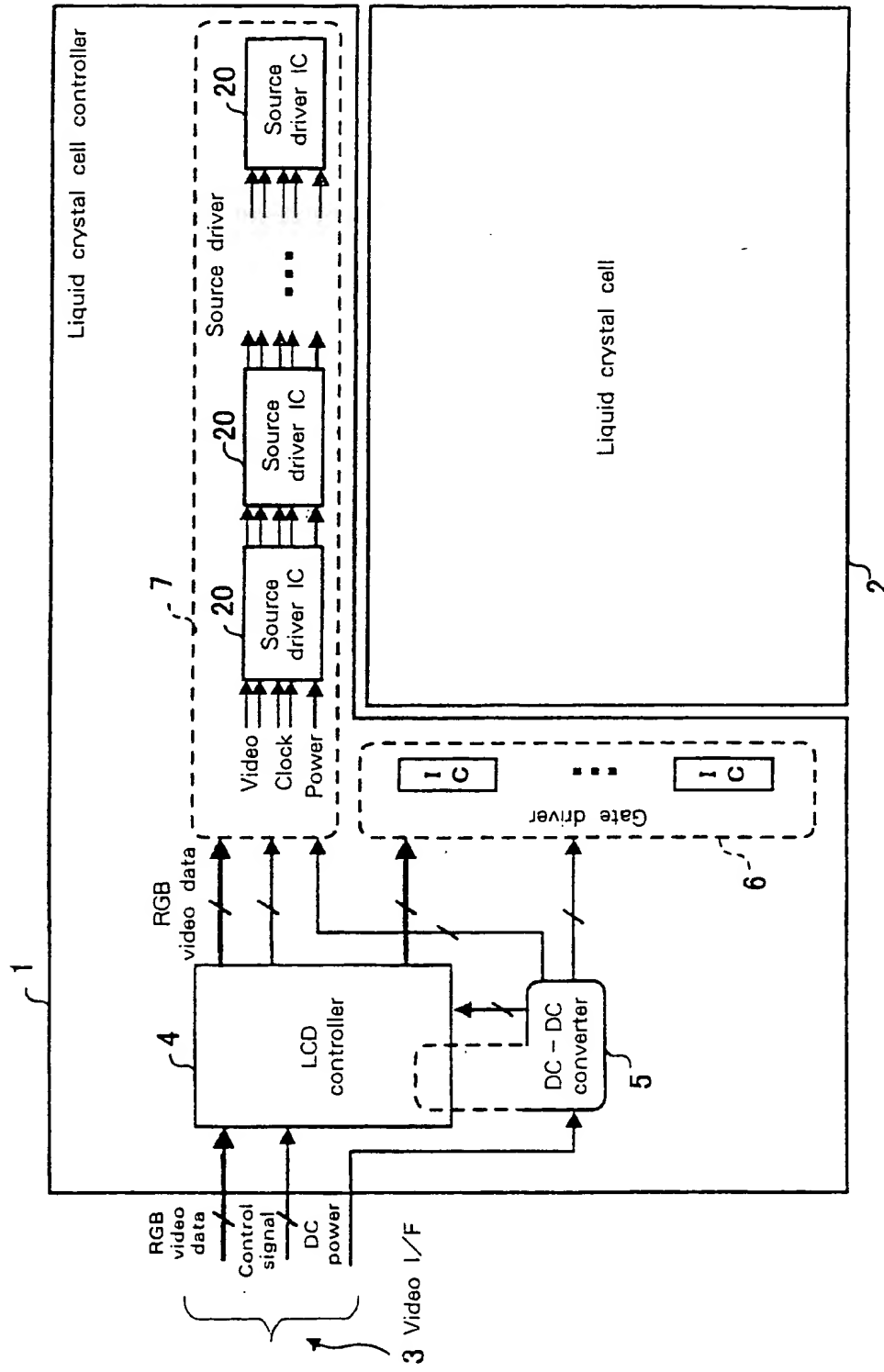


Fig. 1

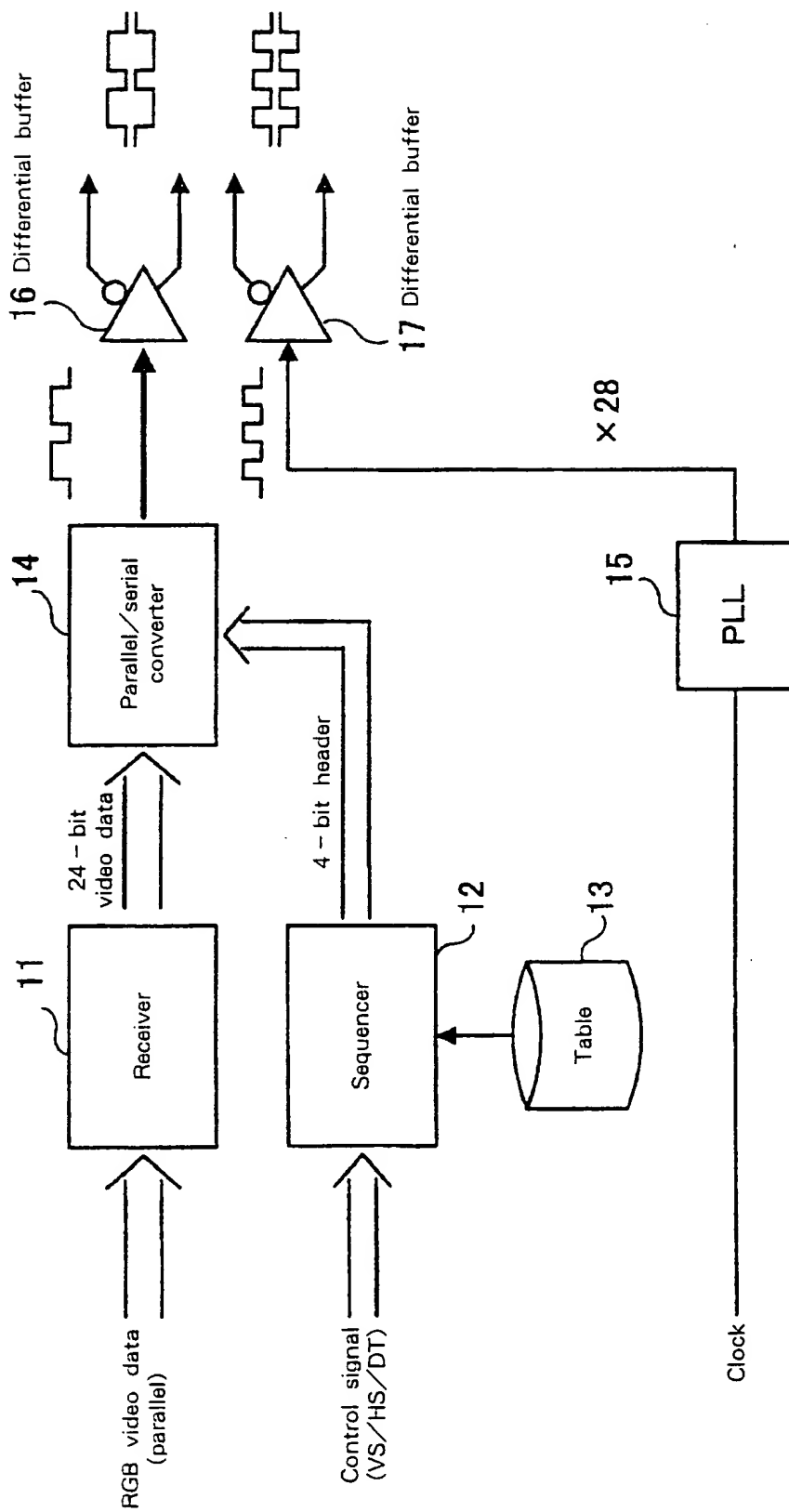


Fig. 2

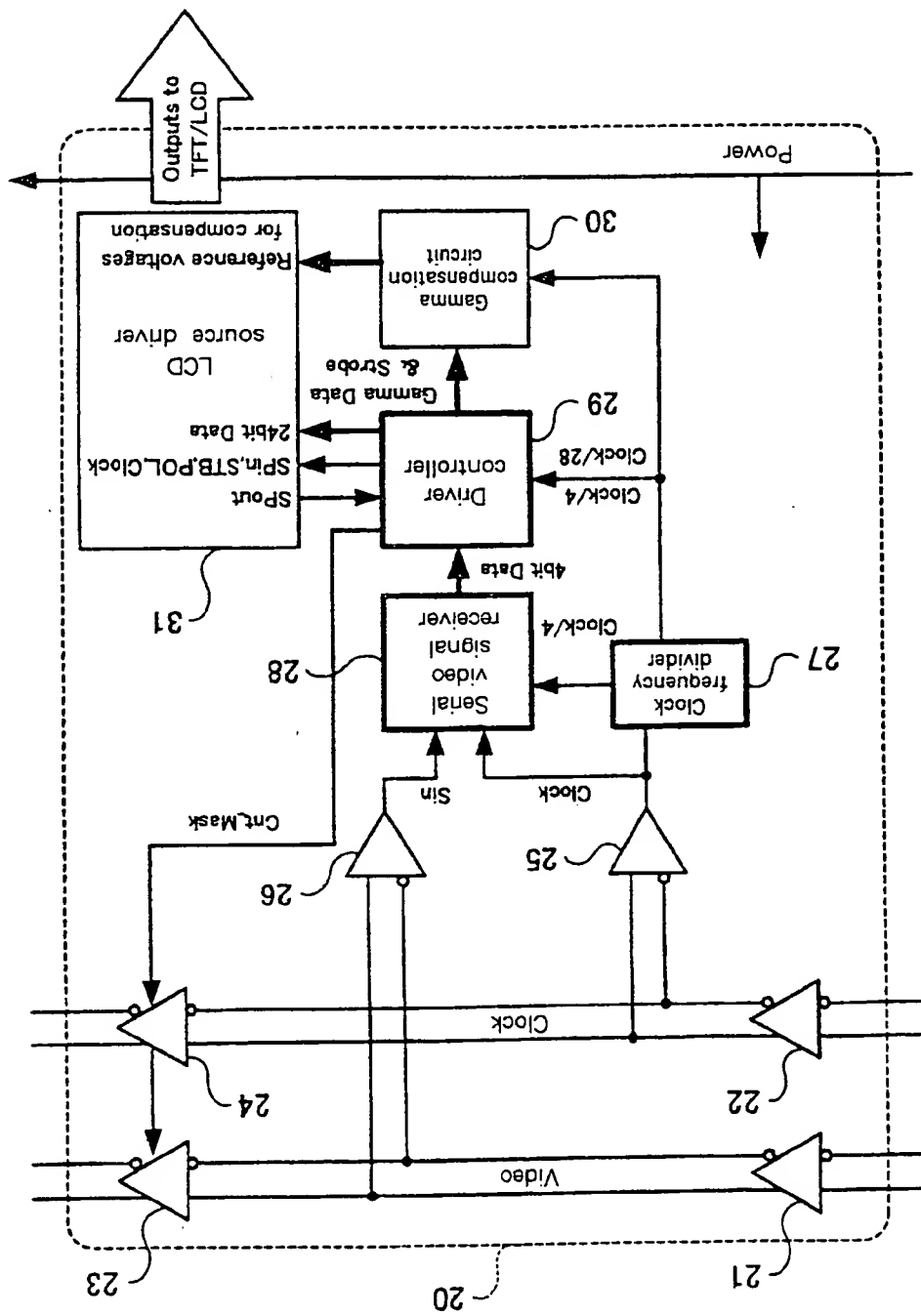


Fig. 3

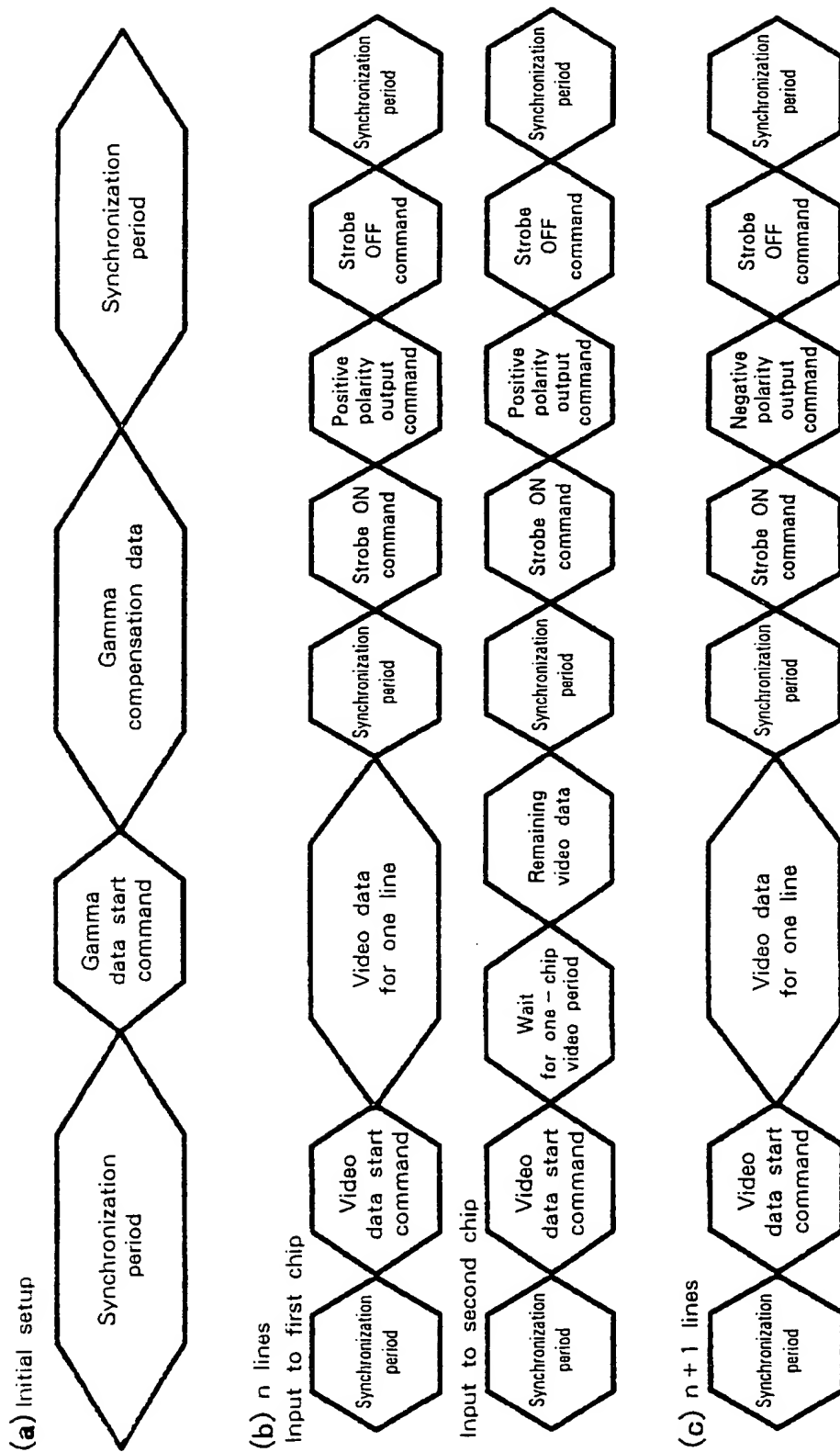


Fig. 5

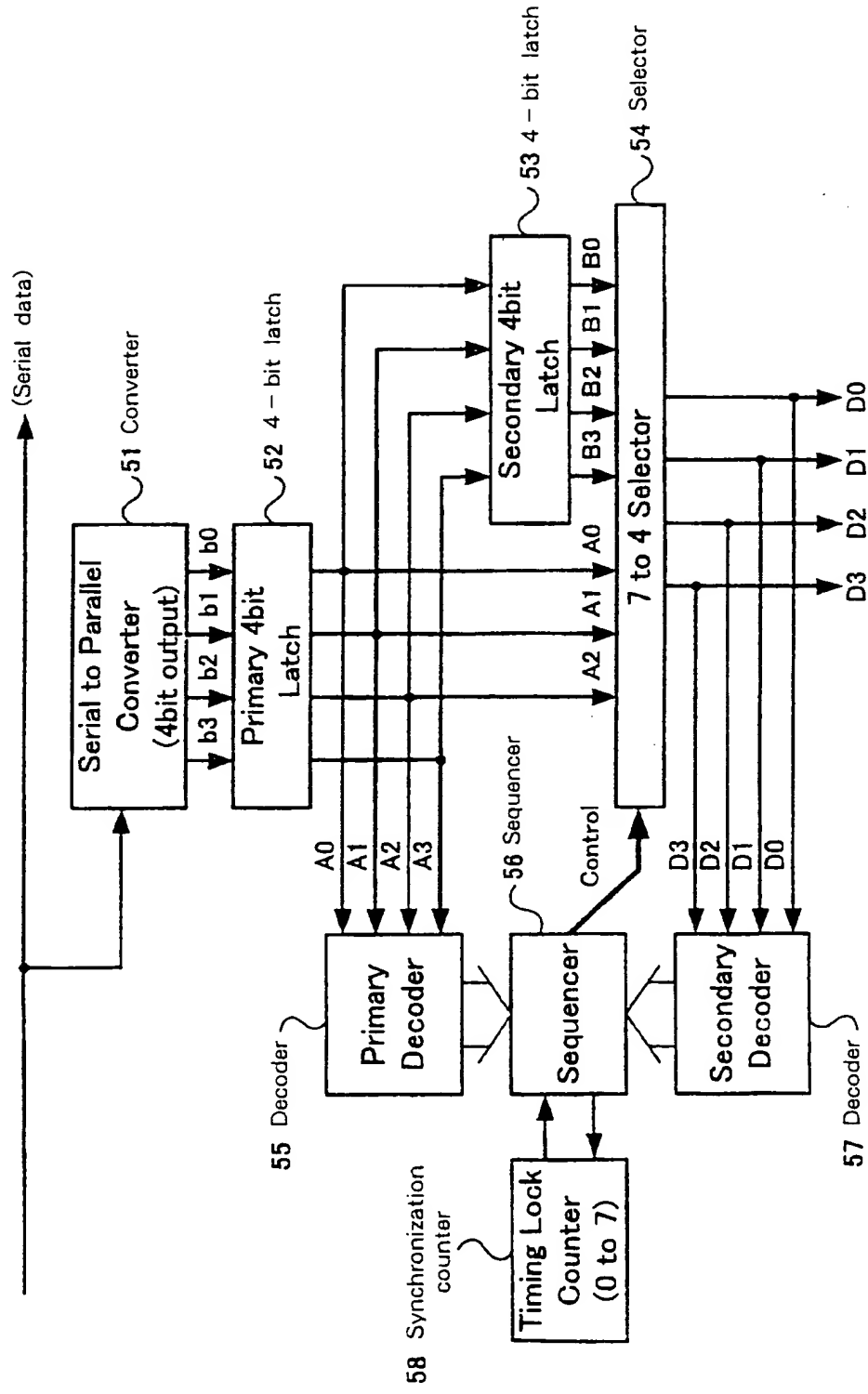


Fig. 6

Bit block type	Comparison pattern with selector output			
Synchronization	[0, 0, 0, 1]			
Command	[0, 0, 1, 1]			
Data	[0, 1, 1, 1]			
Wait	[1, 1, 1, 1]			

Fig. 9

Control ID	Selector (n + 1 clock)	[A3, A2, A1, A0]	
		[1, 0, 0, 0]	
		[0, 1, 0, 0]	
		[0, 0, 1, 0]	
		[0, 0, 0, 1]	
0	[A2, A1, A0, B3]	1	[A1, A0, B3, B2]
2	[A0, B3, B2, B1]	3	[B3, B2, B1, B0]

Fig. 8

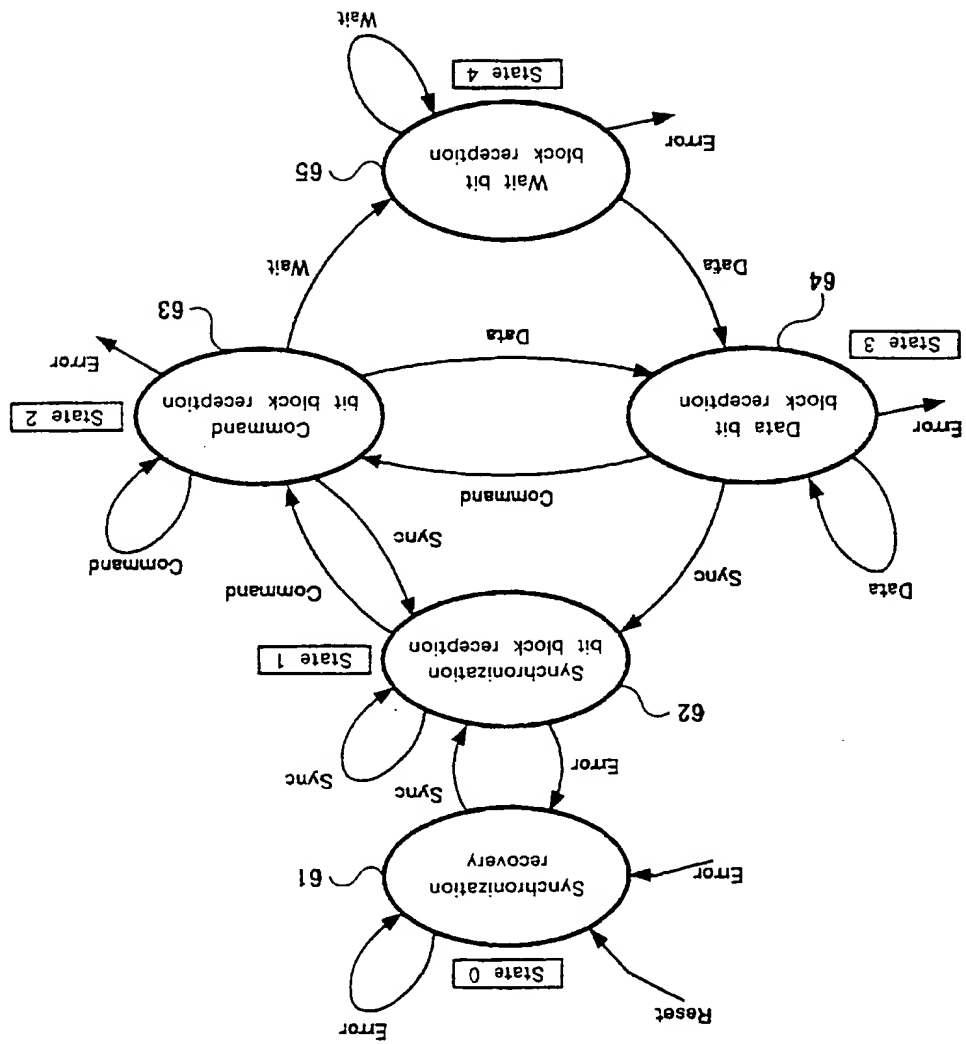


Fig. 10

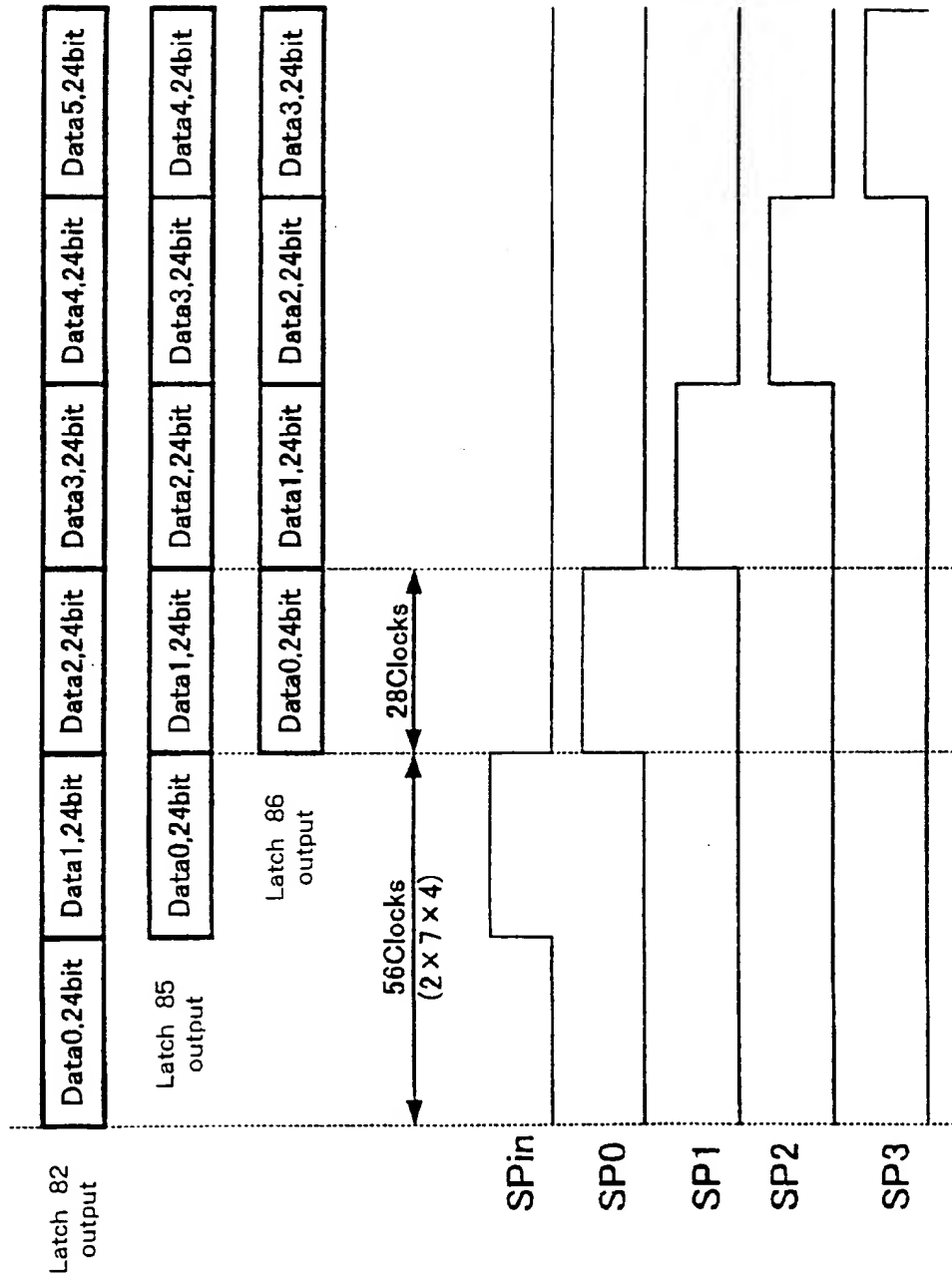


Fig. 16

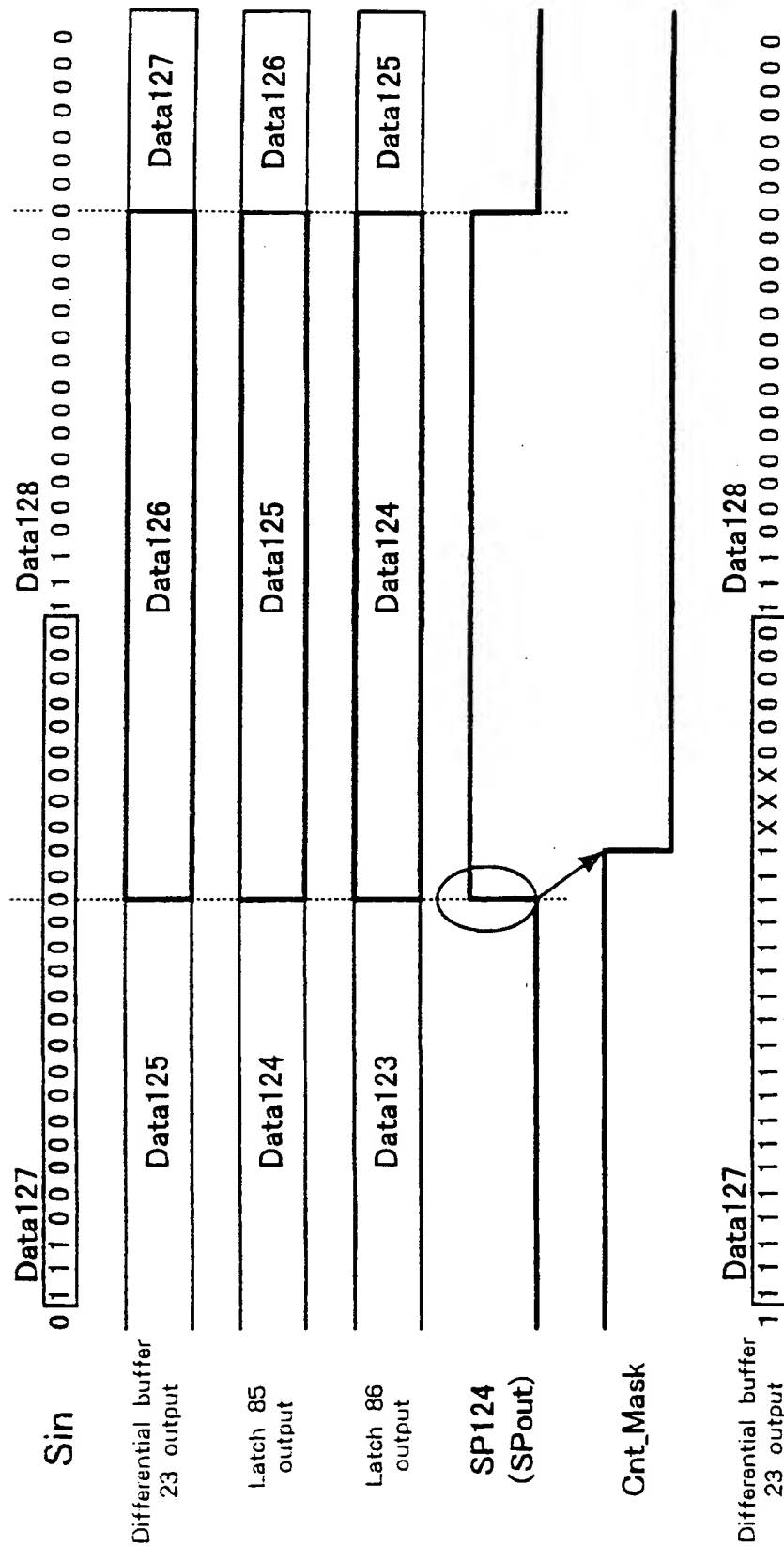


Fig. 17

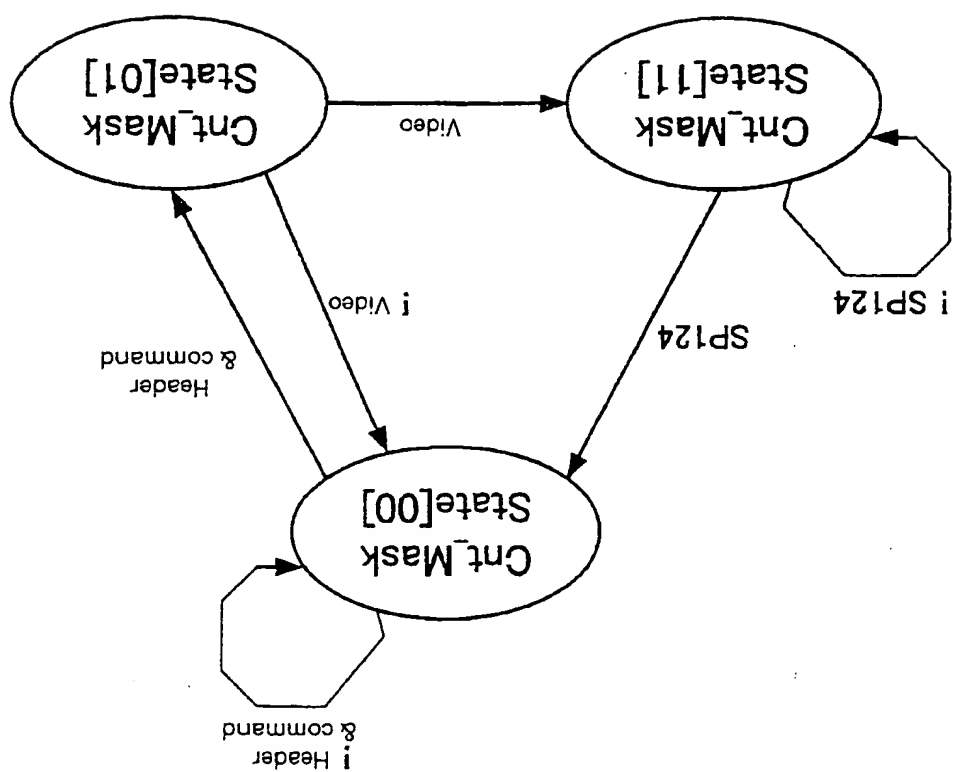


Fig. 18

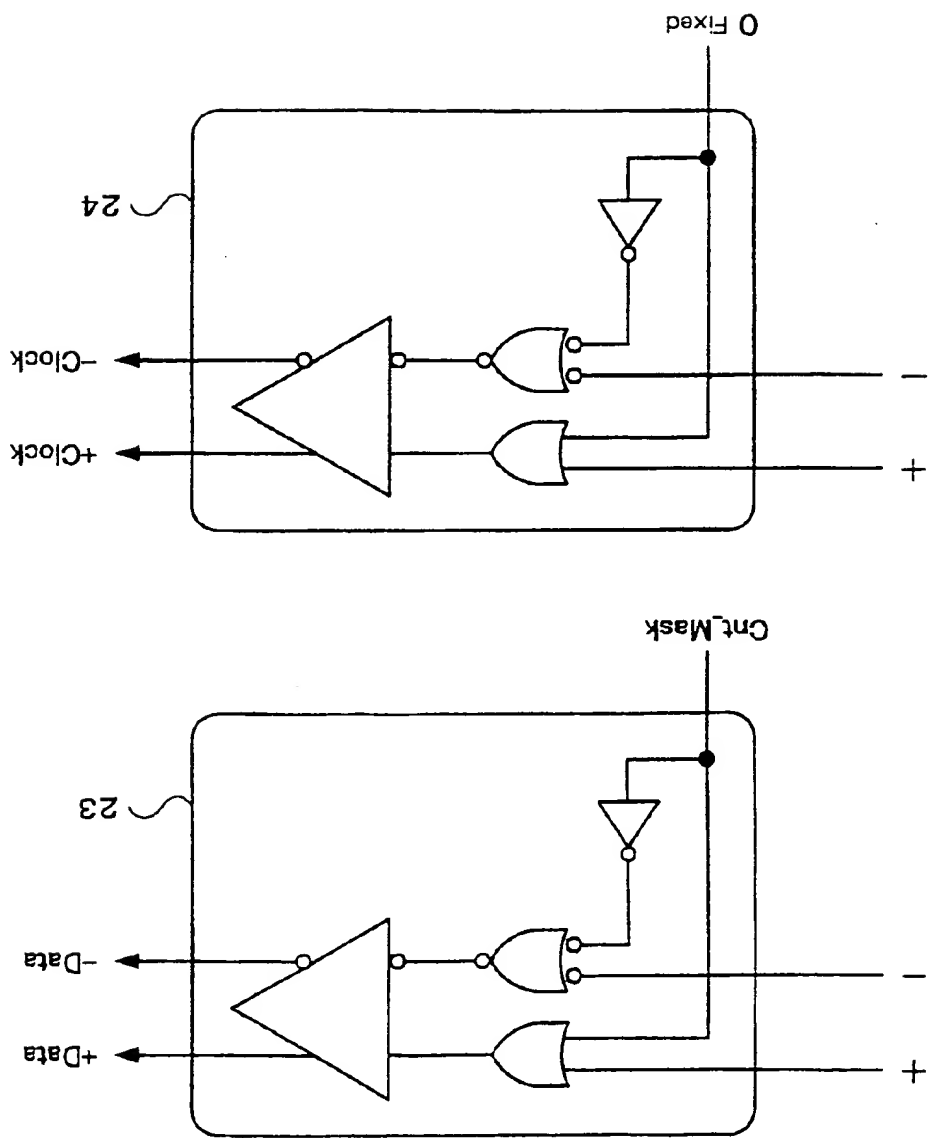


Fig. 19